



# ***Official Rules***

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# Field Mojo Rules

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## 1. Overview

Field Mojo Kickball is a team sport, played by two teams on a rectangular field. The goal is to score the most points during the allotted time. The offense scores points by kicking a ball into the field, and then running from one end of the field to the other and back without getting tagged by the ball.

The defense tries to stop the offense by touching the runner with a ball, either by throwing the ball or tagging the runner with the ball. Unusual features are that players called chasers protect the runner, there can be multiple runners and kickers at one time, and the offense may have up to 6 balls.

## 2. General Rules

### a. Terminology

These rules refer to players:

- on the kicking team as offensive players, kickers, and runners.
- on the fielding team as defensive players and fielders.

### b. Teams

#### (1) Two Teams

Field Mojo is played with two teams, one offense and one defense.

#### (2) Choosing Pickup Game Teams

- (a) When Field Mojo is played as a pickup game, teams are chosen before each game. Players divide into two teams of roughly even skill.
- (b) The method of dividing can vary, but we do not recommend the traditional method of two team captains alternately choosing players, leaving the weakest players until last. This method does not promote the spirit of the game, where all players are valued.
- (c) Depending on the number of players, we may divide into two, three, or four teams. A team of 7 to 10 is ideal, but more or less can work.

#### (3) Number of Team Members

There is no limit on the number of team members, and no limit on the number of offensive team players in the kicking line.

#### (4) Defensive Team Limit

No more than 10 defensive players on the field at any time.

(5) **Gender Rule**

The defending team must always have at least two female players on the field. Captains may agree differently for pickup games.

(6) **Pinnies**

All players must wear pinnies during each game. Tucking a pinnie into shorts does not count as wearing it.

(7) **Substitutions**

No substitutions during an inning in the field.

**c. Games**

(1) **Innings**

Each game consists of two innings. Each team plays offense and defense once during each inning.

(2) **Playing with Three Teams**

(a) *Matches*

When there are enough players for three teams, the teams rotate between offense and defense, with one team sitting out each match. When there are three teams there will be 6 matches per game instead of four quarters.

(b) *Rotation*

For three teams; A, B, and C the rotation per match is:

1. A kicks. B fields. C rests	A vs. B
2. B Kicks. C fields. A rests.	B vs. C
3. C Kicks. A fields. B rests.	C vs. A
4. B kicks. A fields. C rests	B vs. A
5. C kicks. B fields. A rests.	C vs. B
6. A kicks. C fields. B rests.	A vs. C

(c) *Four Teams*

If four teams are necessary, set up two fields with matches running simultaneously.

**d. Innings**

A typical quarter lasts six minutes. After the first game, players may decide to reduce the length of the innings to four or five minutes.

**e. Timed Game**

Field Mojo is a timed game. There is no limit on the number of fouls or outs. There are no strikeouts. Thus, the offense benefits by having players ready to kick at all times.

In the absence of an official timer, players typically time the game on a phone. Players try to keep an eye on the time and alert the kicking team of the time particularly when one minute remains and when 30 seconds remain

## **f. Multiple Balls**

Field Mojo is played with six balls. There may be any number from one to six balls in play at any time. The offensive team may kick one or more balls at any time. More than one player may kick and run at the same time or in quick succession.

## **g. Self-Officiating**

### **(1) No Referees**

Field Mojo is intended to be played without referees.

### **(2) No Arguing During the Game**

- (a) Players may not argue about calls or rules during the game. Arguments about rules should be taken to [the arbiter? the council?] after the game.
- (b) Players should not dispute rules or argue the result of calls made during the game.
- (c) It is more important that people enjoy themselves and the game keeps moving than that the call be correct.
- (d) To avoid prolonged discussions, disputed calls should be resolved in favor of the offense.
- (e) The intent of field mojo is to be a fast-paced game. The goal of this rule is to ensure that discussions do not unduly slow down the game.

### **(3) Disputed Calls**

If a call cannot be quickly resolved, the default is for the call to go to the offense, except for foul balls.

### **(4) Try to Make it Right**

When there is an incorrect call, do what you need to do to quickly try to make it right.

## **h. Timeouts**

### **(1) Injuries**

In case of possible injury, any player may call timeout. All nearby players pick up the call so everyone hears. All players—on and off the field—who are not helping with the injury should remain in place. Clock should be stopped. After the timeout, reset as best you can to where you were. The state of the game should return to where it was.

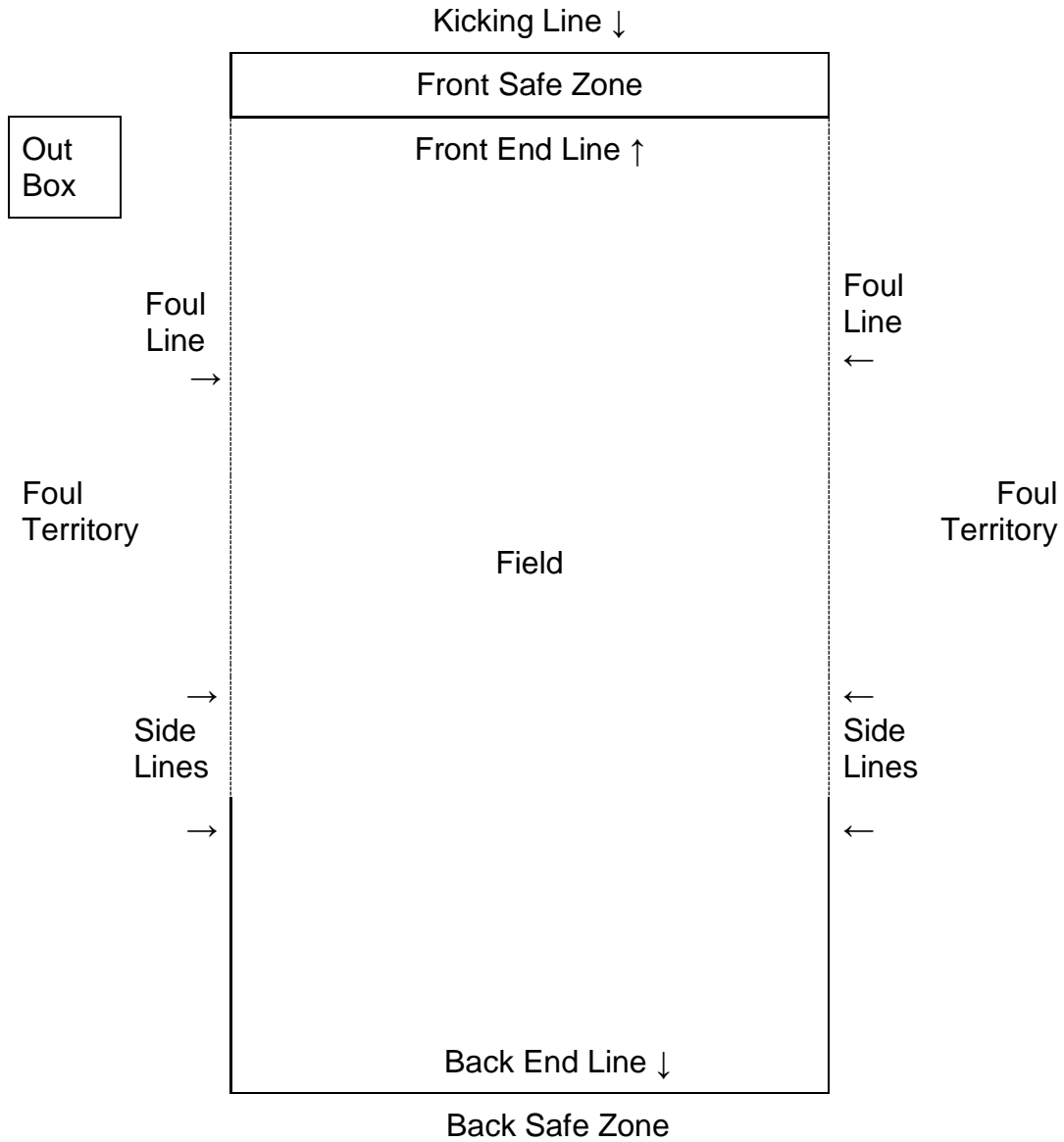
### **(2) No Timeouts to Discuss Rules**

Field mojo is a fast-paced game. Rule disputes should not occur during the game.

### 3. Playing Field

#### Field Diagram

(not to scale)



#### a. Size

The standard field is 50 feet by 80 feet. The foul line is 50 feet into the field. The kicking line is 15 feet behind the front line.

## b. Layout

The field is delineated by small, short cones, in two colors such as yellow and orange. Cones are placed at roughly X foot intervals. Yellow cones mark one end of the field, up to the foul line. On each side of the field at the foul line, an orange cones is placed in line immediately next to the last yellow cone. The back end of the field is delineated in orange cones. The kicking line may be either color.

## c. Lines

The line is part of the field. If any part of the runner's body is touching the ground outside the line, the runner is outside the field.\*

## d. Foul Balls

- (1) When a kicked ball goes directly over the dividing line, it's a foul.
- (2) There is no penalty for a foul, and there are no limits on the number of foul balls. A offensive player may immediately shag a foul ball.
- (3) If defensive players cannot tell whether a ball is foul or not, the ball is foul.
- (4) If a player kicks a foul ball, the player may kick again, using the same ball or a different ball. The same player may kick again immediately or may wait until after another player kicks.
- (5) If a player kicks a ball, which lands in the field and then rolls out through a foul line, the ball is foul. However, if it appears that a ball is going to be foul, a defensive player may pick it up before it rolls out of the field and bring it into play as a live ball.
- (6) If a player kicks a ball and it hits an offensive player on the field—a chaser or runner—the ball is foul.\*
- (7) If a player kicks a ball and it does not initially land inside the field, the ball is foul.
- (8) Balls are not foul if they are rolling toward the foul line but stop in the field.
- (9) Players should not simply yell "foul" if a ball is going toward the foul line. Complete sentences are preferred. Only yell "foul" by itself if the ball has gone foul.
- (10) When two balls collide, it does not change the status of either ball. Live balls are still live, dead balls are still dead.

## e. Dead Balls

A ball becomes dead if:

- It touches the ground after it touches a fielder
  - A defender with a ball goes behind the kicking line\*
- (1) When a ball becomes dead, the defensive team may no longer use it and a defensive player must roll it off to the side of the field so the kicking team may retrieve it.
  - (2) Players should not throw dead balls far, or send them towards or behind the end line. The offensive team must pick up, or shag, the dead balls, and bring them back to the kicking line.



- (3) A chaser may pick up a dead ball and throw it back to the kicking line, so long as it does not interfere with the play.\*
- (4) Players who are out or in the out box may not shag balls. [Note: In games with less than 6 players on a team, teams may agree to ignore this rule.]
- (5) If a player kicks a ball that hits a defensive player and then touches the ground, the ball is dead and the runner is live. This includes defensive players in the front safe zone.
- (6) If a defender is standing in foul territory and is hit by a fly ball, and the ball then hits the ground, the runner is live and the ball is dead.

#### **f. Out Box**

The out box is adjacent to the field, roughly 10 feet away, and in line with the field. It is delineated by cones and is about 5 feet per side. Its shape and color is not important. It may be on either side of the field.

### **4. Offense**

#### **a. Scoring**

The offensive team scores a point after a player kicks the ball into the field, and then runs from one end of the field to the other and back without being touched by a ball.

#### **b. Kicking**

- (1) **Kicking Position**  
Players kick from anywhere behind the kicking line.
- (2) **Kick Forward**  
Players must kick the ball forward, straight or at an angle.
- (3) **Balls in Play**  
The ball must travel past the front edge of the field to be in play.
- (4) **Fair Balls**
  - (a) The ball must land within the field to be fair.
  - (b) After landing within the field, the ball is still fair if it rolls out of the far end of the field, at the end or at the sides past the foul line. The defensive team may retrieve the ball and use it in play.
- (5) **Multiple Kickers**  
More than one player may kick at any time. Players may kick one after another at any intervals they choose. Teams often vary their strategies on when players should kick.

(6) **Kicking Ball into Fielder**

A kicker may kick the ball into a fielder who is either on the field, off the field, or in the front safe zone. If the ball hits a fielder and then touches the ground, the ball is dead and the runner is live.

(7) **No Head shots**

If a kicker kicks a ball into a fielder's head, the ball is foul.\*

(8) **Front Safe Zone**

A fielder with a ball may go into the front safe zone. A fielder in the front safe zone or off the field can be hit by a kicked ball, making the ball dead, and the runner live.

(9) **Fielders in Foul Territory**

If a fielder is standing in foul territory and is hit by a fly ball, and the ball then hits the ground, the runner is live and the ball is dead.\*

(10) **Fielders Behind Kicking Line**

If a fielder with a ball goes behind the kicking line, the ball is automatically dead.\*

### **c. Running**

- (1) After a player kicks a ball into play, the player may move onto the field. The player may choose when to move onto the field; it does not have to happen immediately. The player is safe from being touched by the offensive team until the player crosses the front line of the field. The player is outside the field so long as any part of the body is touching the ground outside the field.
- (2) The player runs from the front end of the field to the other end and past the end line. The player is safe past the end line.
- (3) The player may remain beyond the end line as long as the player wishes. Keep in mind, however, that Mojo is a timed game and time spent at the end of the field may not be productive. So most players just step into the end zone and then immediately re-enter the field.
- (4) After the player re-enters the field, the player runs back to the front line. If the player successfully crosses the front line without being touched by a ball, the player has scored a run, which counts as one point.
- (5) A player that has entered the field from either end may retreat to safety beyond the front or end line. Players may go back and forth over the line, in and out of safety, as often as they wish.
- (6) Players mark a run by putting a cone on the peg.

### **d. Outs**

(1) **Becoming Out**

A player becomes out when:

- (a) a fielder throws a ball and hits the runner,

- (b) a fielder tags the runner with a ball,
- (c) a player kicks a pop fly, and a fielder catches it in the air, or
- (d) a runner runs outside the bounds of the rectangle.

**(2) Out Box**

When a player is out, the player must go to the out box and wait to be freed by a chaser.

**(3) Runner Catches Ball**

- (a) If a fielder throws a ball at a runner, the runner may catch the ball and still be safe. However, if the runner catches the ball, the runner must hold onto it the rest of the run.
- (b) A runner who catches a ball may use it to deflect other balls thrown at them.
- (c) If a thrown ball touches the fingers of the runner who is holding a ball, the runner is not out. Fingers are part of the ball. If the ball touches the runner's hand or arm, the runner is out.

**(4) Raise Hands if Out**

If a player is out and on the field, the player should raise their hands so people can tell they are out.

**(5) Leave Field Quickly**

A runner who becomes out should leave the field at the closest edge.

**(6) Unlimited Outs**

There is no limit on the number of outs.

**e. Chasers**

- (1) The offensive team starts each quarter with one chaser and may add a second chaser. The first player who gets out may become the second chaser. The player may intentionally get out to become the chaser.
- (2) The chaser wears a yellow sash, called a chaser belt. The chaser must wear the belt properly over their shoulder to be a chaser. It may not be tucked into clothing.
- (3) The chaser's job is to protect the runner. The chaser may block balls from hitting the runner.
- (4) The chaser may also act offensively, by touching defensive team players who are holding a ball. If the chaser touches a defensive player--or the ball a player is holding--the ball that player is holding is dead.
- (5) To switch out chasers, or to empty the out box, a chaser must relinquish the chaser belt and hand it to a player in the out box then may go kick again.

**f. Runner is Safe**

- (1) Runners are safe after crossing the front or end line.

- (2) The line is part of the field. If any part of the runner's body is touching the ground outside the line, the runner is outside the field.\*

### **g. Shagging Balls**

- (1) Shagging a ball means bringing dead balls back to the front end of the field, so they may be kicked again.
- (2) Only chasers and players in the kicking line may shag balls.
- (3) Runners and players who are out may not shag balls. Players who are out may not shag balls on their way to the out box or while they are in the out box.
- (4) Defensive players who are not chasers may not shag balls by sending them through or over the field. Shagged balls must go around the field. If a player puts a shagged ball onto the field, fielders may kick it to the side.
  - (a) Exception: Chasers may shag balls back to the kicking line through the field. The ball should not interfere with the field. If the chaser can't send the ball to the kicking line in one throw or kick, the defenders may send it off to the side.
  - (b) A chaser who shags a ball that is in the field may return it to the kicking line only if it does not interfere with the play.

### **h. Catching Balls**

- (1) If a fielder throws a ball at a runner, the runner may catch the ball and still be safe.\*
- (2) However, if the runner catches the ball, the runner must hold onto it the rest of the run. If the caught ball hits the ground before the runner scores, the runner is out.\*
- (3) A runner who catches a ball may use it to deflect other balls.\*
- (4) A chaser may not pass a ball to the runner.
- (5) If a thrown ball touches the fingers of the runner who is holding a ball, the runner is not out. Fingers are part of the ball. If the ball touches the runner's hand or arm, the runner is out.

### **i. Unretrieved Balls**

When a ball is kicked into the field, the kicker or another player on the kicking team may count loudly to 10 once the ball stops moving. If a fielder does not retrieve the ball by the time the fielder says the "t" in ten, the ball is dead, but the runner is still live.

### **j. No Direct Deception**

All players must admit to their status if asked, for example, if they are a live runner or out, shagger, etc. Players who are out and not in the out box should have their hands in the air.\*

## 5. Defense

### a. Six Balls in Field

When there are six live balls, if an offensive player clearly and loudly announces that there are six live balls: “Six live balls, all balls in, 1, 2, 3” or something similar, then after three seconds, any balls outside the field are dead and offensive players may shags.

### b. Out Box

A runner goes to the out box after becoming out. To get players out of the out box, a chaser must stop being the chaser, return the chaser belt to the out box, and a different player may become the chaser. (There do not have to be two chasers). The original chaser and all other players in the out box then return to the kicking line (or shag balls).

### c. 3-Second Rule

- (1) When a defensive player fields a ground ball there is a 3-second halo given before any aggressive plays are made.
- (2) The fielding player must count loudly to 3.
- (3) During the 3-second halo, the following apply:
  - (a) A chaser may not tag or harass the fielder with the ball.
  - (b) A fielder may not throw the ball at or tag a runner within the 3-second halo.
  - (c) A fielder may run away or throw the ball to a fellow teammate.
  - (d) If the ball is passed to a teammate, the 3-second halo immediately expires.
- (4) If the player holding the ball doesn't count, and the call is close, the ball is dead.
- (5) If a player catches a pop fly, the 3-second rule does not apply

## 6. Safety Rules

Safety rules are not optional. They apply to all games and must not be ignored.

### a. No Stripping

If a fielder tries to tag a runner with a ball, the runner may not remove the ball from the fielder's hands.

#### (1) Intentional Strip

If a runner intentionally grabs or knocks a ball from a fielder's hands, all runners are automatically out.

#### (2) Unintentional Strip

If a fielder drops a ball during a tag, the fielder gets the ball back without any further recourse. The runner is still out if tagged.

## b. No Jousting or Sword Fighting

If a runner catches a ball, the runner may use the ball to deflect thrown balls. The runner may not use the caught ball to block a tag with a ball by a fielder. A tag is still an out.

## c. No Picking or Blocking

These rules apply to defensive players without a ball in their possession.

- (1) Fielders without balls may not position themselves to impede a runner or chaser going towards the end line or front line. Runners and chasers have the right-of-way toward the end line and front line. They have the right to the place they are standing in and the place directly in front of them.
- (2) Defensive players don't have the right to their space.
- (3) It is a spirit violation to impede the runners or chasers regardless of the direction they are running. If this is done unintentionally, there is no penalty.
- (4) Defensive players should take great care to give space to the runner and chaser going toward the end line and the front line because those are the general directions of play.
- (5) Defensive players are allowed to be much closer while running alongside runners and chasers who are moving toward the end lines. It is still a spirit violation if you do not allow the runner or chaser to move sideways.
- (6) It is an **intentional pick** if a defensive player without a ball intentionally puts themselves directly in front of a runner or chaser or intentionally does not move out of the way of a runner or chaser. This happens if a runner or chaser's only options are to stop, change directions, or collide with the defensive player.
- (7) The penalty for an **intentional pick** is that any runners potentially affected advance to the next end line. This may result in a score.

## d. No Grabbing Players

- (1) No player may grab another player, or a player's chaser belt, pinnie, clothing, etc.
- (2) A runner may touch a chaser while running, but may not hold onto the chaser.

## e. No Headshots on Offense

If a player kicks a ball and hits another player in the head, it is a foul ball.